

FUEGAN

M	T	SV	W	LD	OC	
7"	3	2+	5	6+	1	4+

AUFSTELLUNG

1x Fuegan

Equipped with: ► Searsong - Beam, ► Searsong - Lance, The Fire Axe

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Searsong - Beam ASSAULT, MELTA 1, SUSTAINED HITS 2	12"	3	2+	8	-3	2
► Searsong - Lance ASSAULT, MELTA 6	18"	1	2+	14	-4	D6

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Fire Axe	Melee	6	2+	5	-4	3

ABILITIES

CORE - Leader

RULES - Leader

Burning Lance

While this model is leading a unit, add 6" to the Range characteristic of **Melta** weapons equipped by models in that unit.

Unquenchable Resolve

The first time this model is destroyed, at the end of the phase, roll one D6. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with its full wounds remaining.

Leader

This model can be attached to the following unit:

- Fire Dragons



WEAPON RULES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

